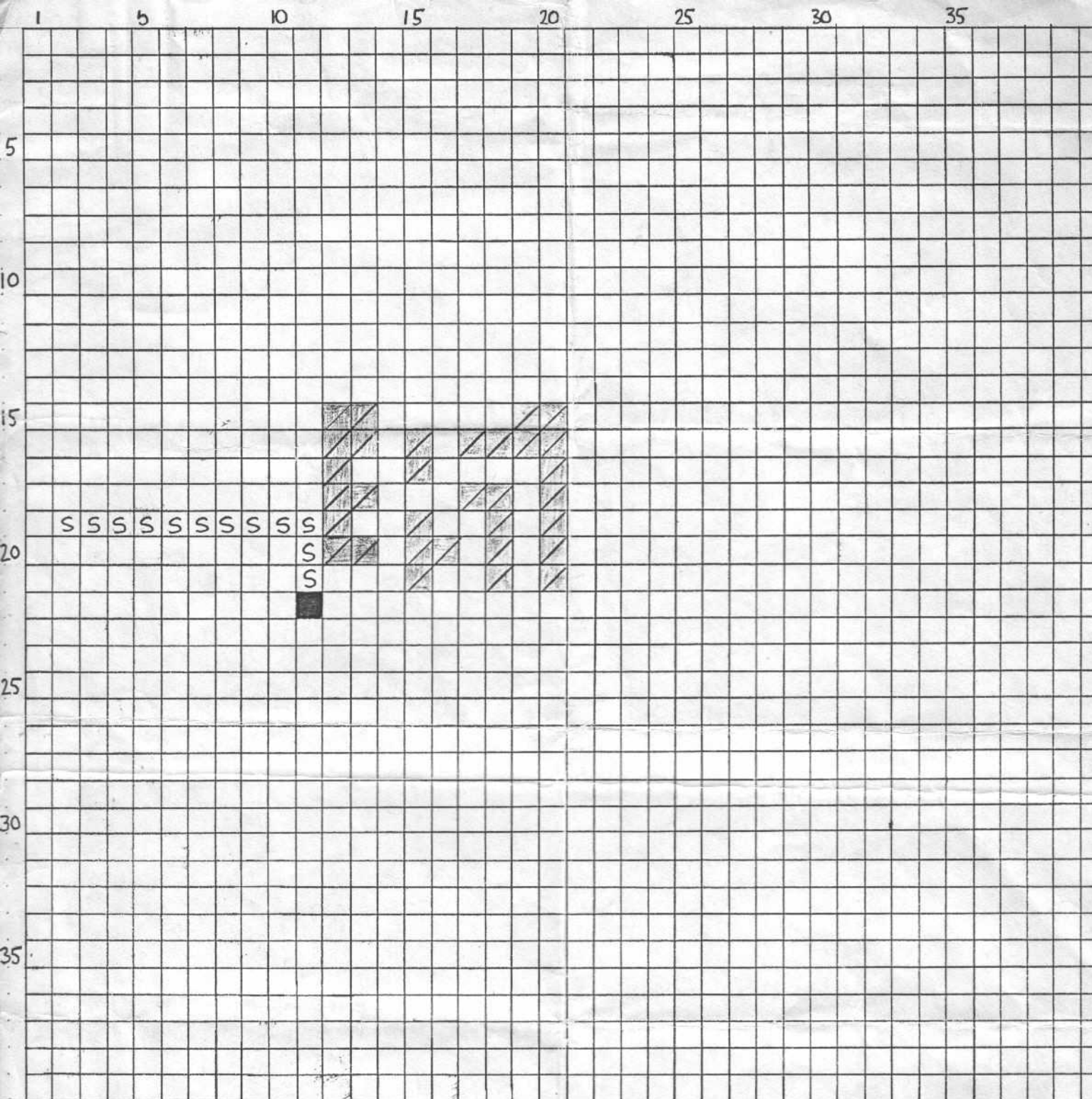




I understand that you plan to train a team to specialise in rescues from Death's Head Hole. I'm afraid that this freehand chart, showing the entrance (black square) and the route to Main Stream Passage, is the best we have. I suggest that you try to fill in the blanks on training trips. The next time you're in Priddy, I'll stand you a drink in the Hunter's - if you ever escape from Death's Head Hole!

HINTS FOR RESCUE TEAM LEADERS: Don't be too ambitious at first. A good plan for an opening trip would be to head through the charted part of Entrance Series, discover Main Stream Passage, and follow this to its bitter end, noting side passages as you proceed. Mark - S: Stream passage; D: Dry passage; St: Static sump; C: Climb; P: Pitch. Some sumps and choked passages are permanent features, but the creation of others is a function of the program, so these should not be recorded until you are certain that they are permanent. With experience, you will discover a means of delaying their creation. You can press G to Give up at any time, in which case you will be informed of the positions of lost cavers, in terms of their X and Y coordinates. Your points score is dependent on the cavers found, the number of moves you make, and your courage. There's lots to discover about this game, but to give you a start - the F key can be your best friend.